

“COOL WAVE”

SPECIFICATION

To the Commissioner of Patents and Trademarks:

Your petitioner, António Fernando Melo e Silva, a citizen of Portugal, resident in Lousado – V. N. Famalicão, prays that letters patented may be granted for the invention “COOL WAVE” as set forth in the following specification:

- Descriptive title of the invention

The name of this invention “COOL WAVE”, represents the process to create new drawings (drawings on two dimensions completely new and different of that they exist in the market), based in the graphic reproduction of the original drawing in figure 1.1 and its clones, which was inspired in waves of the sea.

- Cross Reference to Related Applications

“COOL WAVE”, has many applications, the type of new drawings resultant of the process “COOL WAVE”, can be applied in patterns (fig. 1.2 and 1.3) to be used like a ornamental or a decorative drawing, graphic symbols (fig. 1.4, 1.5, 1.6, 1.7) logos and other things, which can be used in textiles, publicity, ceramics and other industries through programmable machines.

- Background of the Invention

“COOL WAVE” is a process based on geometric figure, created from a computer programme, belongs to the Class 345 – Computer Graphics Processing, and the Subject Matter for this invention is a Utility Patent, which is more adequate.

The geometric figure represented in the figure 1.1, was emerged in 1997, with the programme Paint Brush in Windows 3.11, later in 1998, I renewed the design in the programme Paint of Mac OS 8.6 and I have registered with S.P.A. (Society Portuguese Authors) with the reg. Nº 08D/AR/DC in 04\14\1998 with the name "OVO" (egg). The geometric figure appears inside the egg in the middle. During the year of 2004, I made a lot of registers of drawings based on the process "COOL WAVE". I registered a source of letters with nº 000161062 – 0001 \ 000178124 - 0001 to 0003 and a lot of patterns, with nº 000178124 – 0004 to 0015 and 0017 to 0020 in C.E.E. to the (O.H.I.M.).

- Brief Summary of the Invention

“COOL WAVE” is a graphic process based in the exactly reproductions (create clones) and possible manipulations (play with infinity of different positions and combinations between the geometric figure (fig. 1.1) and its clones, on two dimensions) of one geometric figure (fig. 1.1). When it combines two or more clones of the figure 1.1 between itself in the most varied positions and proportional sizes, it results in a great variety of new drawings. So for a person to be skill in the art obtain drawings from “COOL WAVE” he must have a graphic system (could be a software computer or real models of the figure 1.1) which permit create lots of clones and your manipulation on two dimensions, to develop new, different and useful drawings.

- Brief Description of the Drawings

I have drawn seven figures to confirm the applications of my invention:

Figure 1.1 is the geometric figure only, in two different but proportional sizes, the more important tool of my invention .

Figure 1.2 is a pattern, which employs the geometric figure with the same size.

Figure 1.3 is a pattern, which employs the geometric figure with the same size.

Figure 1.4 is a graphic symbol, prints "A", which employs the geometric figure with different but proportional sizes.

Figure 1.5 is a graphic symbol, prints "F", which employs the geometric figure with different but proportional sizes.

Figure 1.6 is a graphic symbol, prints "M", which employs the geometric figure with different but proportional sizes.

Figure 1.7 is a graphic symbol, prints "S", which employs the geometric figure with the same sizes.

- Detailed Description

“COOL WAVE” is a graphic process to get drawings from a geometric figure (figure 1.1), which is composed for two lines sinusoidal; the lines intersect on the initial point and intersect also in the closure, the figure is pointed on the two extremities. The figure 1.1 is used in all its dimension, not having thus a specific position, it is a fundamental tool in my invention, is through its clones and the innumerable geometric disposition possible between the clones, which result in a big variety of new drawings. The figure 1.1 must be compared to a mould which permit your graphic reproduction on two dimensions in a lot of different positions (vertical, horizontal, diagonal and inverted) and sizes (keeping the same proportions). When we use a real model, we must use on marker (pencil) to mark out the model in a base, for develop de drawing. The base could be paper or other material. The obtained drawings result of the graphic combination (all the combinations result of the contact between the clones) of this geometric figure with its image or images (clones), possible successive or not, in the same or varied sizes, but keeping the same ratios.

The graphic combinations between this figure and its clones, can be obtained from established linking's between the extremities or any point of one or more clones and a clone could be intersected by other clone in any point, the contact between the clones is imperative.

The mould of the figure 1.1 can still be manipulated in way to be placed in the most varied angles in relation to its clone or clones getting thus a lot of new, different and useful drawings. To obtain patterns (fig.1.2 and 1.3), he must make successive and symmetric combinations of on combination of two or more clones of (fig. 1.1), could be the figures 1.4, 1.5, 1.6 or 1.7.